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**Digital Games Tech Activity**

a. Finally! I found a very cool interactive game specifically for Language Arts, and is appropriate for any high school level (9-12). It is a role-playing science fiction game based on *Romeo & Juliet.*

<http://www.canadianshakespeares.ca/Speare_full_free_Folder/speare.html>

b. The premise of the game: the player is a member of the Prosperian galaxy, who are charged with being the knowledge keepers of the universe. The player must go to the warring Montagor and Capulon and recover their Knowledge Spheres before they are lost forever. This game is primarily building content knowledge, but it’s entertaining as well.

c. The game looks very much like the video game Asteroid. You are to shoot down as many enemy ships as possible, and as you do you can collect words. These words make a line of poetry, and you are not supposed to collect the same words twice. Periodically you get Information Transmissions which have little known facts about William Shakespeare and the play, which you are tested on at the end of the level for extra points. The ultimate goal is to recover all of the Knowledge Spheres and preserve them. We encounter not just ships, but space mines and REALLY big mines, as well as other obstacles that shoot at the ship, which you must avoid.

d. The benefits of this game are that it is not only fun, but educational.

e. The information the game provides is quite complex and may pose as challenging to students unfamiliar with Shakespeare or his work.